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CLAIMS

1. A method of synchronising the replay of audio data sent as data packets in a
5   network of computers, the audio data being sent from a source station to a
       plurality of destination stations within earshot of one another, each data
       packet setting out from the source station to respective destination stations at
       substantially the same time, each packet taking a travel time to reach its
       destination station, the travel times having a substantially random distribution
10   over a range of times, the method including determining the average travel
       time of a packet, and providing a delay between the time a given packet is sent
       and its replay, the delay being adapted such that it corresponds to a time equal
       to said average travel time plus a constant time.

2. A method of synchronising the replay of audio data sent as data packets in a
15   network of computers, the audio data being sent from a source station to a
       plurality of destination stations within earshot of one another, each data
       packet setting out from the source station to respective destination stations at
       substantially the same time, each packet taking a travel time to reach its
       destination station, the travel times having a distribution over a range of
20   times, the method including determining the minimum travel time of a packet,
       and providing a delay between the time a given packet is sent and its replay,
       the delay being adapted to vary such that it corresponds to a time equal to
       said minimum travel time plus a constant time.

3. A method as claimed in any preceding claim in which the distribution is a
25   normal distribution.

4. A method as claimed in any preceding claim in which the delay time is
       sufficiently long for several data packets to have arrived at the destination
       station before the value of the delay and/or average travel time and/or
       minimum travel time is computed.

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